C!N
BRANDON DEWISS
A CROSSLEY
MYSTIC

Do You Believe in Magic?

We live in a world in which almost everything is run by electricity, and yet most people have very limited interest in electricity. Oh, we care when it fails, but otherwise we just count on others to keep the juice running so that things work when we need it.

Now imagine if we lived in a world in which magic was real. Sure, magic seems fascinating and exotic now—but what if it were a part of your everyday world? Odds are, people would think of it much the same way we think of electricity.

That's the way Giselle, the star of ***Mystic***, views magic, anyway. Even though her sister, Genevieve, is about to be imbued with incredible mystical powers, Giselle couldn't care less. Unfortunately, it's Giselle, not Genevieve, who becomes the most powerful mystical character in her world.

"In most comics dealing with magic, magic is the exception rather than the rule," *Ron Marz*, writer of Mystic, explained. "The lead character wields the magic while the rest of the world is mundane. In ***Mystic***, the entire *world* runs by magic; everyone is magically adept. Our lead character is Giselle, someone who has virtually no interest in anything magical, and of course she's the one who is gifted with immense mystical might."

In the first issue, readers discover that there's a bit of friction between the two sisters—Giselle, the seemingly hedonistic, unfocused one, and Genevieve, the serious, responsible one. "The relationship between Giselle and Genevieve is central to the book, and just like real sisters, it won't always be the same. Sometimes they'll be at each other's throats, sometimes they'll need to depend on one another a great deal."

For Marz, the relationship is important, because he's as concerned with characters and personalities as his is with plots. "I think the stuff I write tends to be character-driven, so the book's always going to focus on the characters first and foremost. But the scope and the settings in which those characters sometimes find themselves will be pretty wild.

"When you're doing a magical book you have to bring a sense of the cosmic or the epic, of showing the readers things beyond their wildest imaginings. Otherwise, it's not very magical at all, is it? "

While readers will meet the Mystic's core characters in the first issue, there are some other players who will show up later on. "We've got a few more characters to introduce—two in particular who will turn out to be love interests for Giselle. There's Thierry, a scruffy streetcorner artist, and Darrow, who's this suave stranger whose motives might not be entirely pure."

In a comics field whose magical females tend to be dark, brutal characters, Mystic stands apart. Was it an intentional decision on Marz's part to make Giselle different from characters such as Witchblade, Lady Death, Tarot, or Vampirella? " Truthfully, I've never read any of that stuff," Marz said. "My sense is that the allure of those kind of books is pretty one-dimensional—the character's obvious assets. That's not the kind of book I have any interest in. Mystic's going to be a story- and character-driven book, whatever she happens to look like or whatever costume she's wearing."

Marz, a comics veteran who has worked in both the Marvel and DC universes with great success, is having a great deal of fun building a new world at CrossGen. "Each book of the CrossGen Universe has a real different feel and look, which allows us to tell a great many kinds of stories, and also allows us to do monthly titles that stand on their own.

"The overall link is the sigil, the mark of power each of the lead characters receives that plugs them into a power source they don't really understand. There's a framework in place in our universe that will become apparent over time.

"We're doling out hints and clues here and there, and readers of multiple titles will probably start to piece together the puzzle of what's going on in an overall sense. There's a lot more thought out and in place than is readily apparent, because we wanted a definite sense of where we're going, rather than making it up piecemeal as we go along. I think readers will get a kick out of how it all works, but you can also read just one title and get a full story out of that one title."

Spelling Out the CrossGen System

The CrossGen approach as masterminded by company founder *Mark Alessi* seems in some ways a modernized view of the Golden Age comics approach. Alessi, confident that a gestalt would be more successful than isolated creativity, brought his creators together in Florida so that they could interact with one another in order to produce the best books possible. "Just as there's generally a director keeping things unified in a theatrical production, *Mark Alessi* is the common factor to all our books," head writer *Barbara Kesel* explained. "They all started as his ideas, fleshed out and made into archetypal creations with *Gina Villa*, then made into comic book concepts by Brandon [art director *Brandon Peterson*], me, and Ron. Those concepts came to life when the artists made them into real people with faces and worlds.

"Each plot is outlined for the art teams, who are given time to give feedback before the final plot is done, but there's enough 'behind the scenes' stuff that's kind of 'secret' that we don't have a fully open relationship with our artists. Better books are a natural by-product of working this closely together. If there's a question or problem with the plot, the writers are right here to question. The artists can't get away with skimping on any page because it spends a day on their desk with everybody else wandering around checking it out: the peer pressure on those guys is intense.

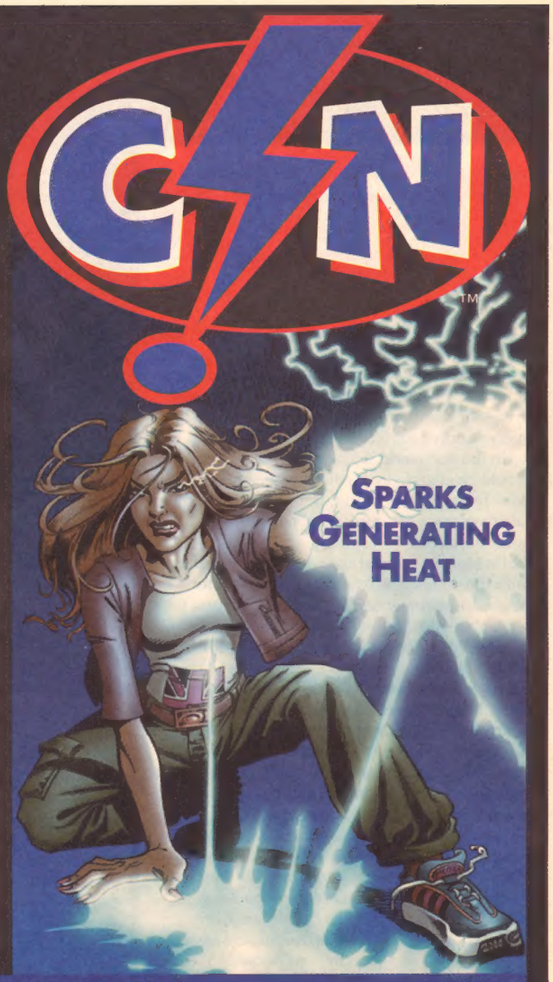
"I'm in charge of storylines and continuity, of maintaining a creator's bible to our universe, of (not alone) developing new titles, and raising and training new talent, and writing my brains out," Kesel added. "The tasks normally covered under the tile 'editor' are split across several people here: plots are read and evaluated by both writers, *Gina Villa*, and *Mark Alessi*. Same for dialogue. The writer is generally allowed to be the final arbiter on questions, although Mark holds an extra trump card. Gina is responsible for scheduling and time management. *Brandon Peterson* oversees the storytelling/art content of all book pages. Everybody proofs *everything*."

While this new system required an adjustment, *Ron Marz* sees it as beneficial in producing better comics. "Obviously I've been used to a freelance style of working, where the members of the creative team are scattered across the country—and sometimes across different continents," Marz said. "With the studio approach here, everyone's in the same building, and there's a great creative energy that comes from that. I can sit down with the art team and figure out how we want to tell the story, the artists can tell me what they want to draw, we can peek over the colorist's shoulder and make sure everything's right. There's no chance of mistakes falling through the cracks or miscommunication resulting in a lesser product. We've got a huge leg up on quality control over traditional freelance methods. And it's also kind of fun to be in a place where people do what you do and there's social interaction, rather than sitting in a room by yourself all day, day after day."

"Personally, I find I'm a whole lot more productive if you remove me from my house—especially now that 'my house' is thousands of miles away," Kesel added, "and put me in an office with noise and activity but no 'distractions' (the dogs, the yard, the dishes, the walls that need to be painted), and with lots of great creative people. Since my background is in theater, where a bunch of obsessive control freaks or wild, out-of-control egos come together to scream and rant away at each other until some synthesis emerges, I like the ability to hover and share, although I tend to retreat into my office to do the actual writing."

Readers will have a chance to enjoy the fruits of this new system on June 7th, when ***Mystic #1***, the first of four CrossGen debut books, debuts. (And be here in upcoming weeks as ***CSN*** brings you more news about CrossGen's three other premiere series!)

by Cliff Biggers



The dramatic final adventure of the StormWatch team was one of superheroics' finest moments. The phoenix-like rise of the Authority from the ashes of that team made history in the WildStormverse.

But what about the in-between time?

Up until now, only Jenny Sparks knew the full story of Stormwatch's end, the Authority's birth, and what happened in between. Thankfully, she kept a private record of those historic events... and now her private record is being made public.

Jenny Sparks: The Secret History of the Authority, a five-issue miniseries written by ***The Authority***'s new scribe *Mark Millar* and illustrated by ***Hitman***'s *John McCrea* and ***Lucifer***'s *James Hodgkins*, invites readers to peer over the shoulders of Jenny Sparks' replacement and read the secret details of that interim period.

The first issue (which features a one-in-four variant cover by the original ***Authority*** art team of *Bryan Hitch* and *Paul Neary*) chronicles Jenny Sparks' first dealings with the Doctor. Who is he? Where did he come from? What is his connection with the fifty-mile-wide structure that serves as the team's current base of operations?

Future issues will focus on Apollo, the Midnighter, and the Engineer, with appearances by Swift, Jack Hawksmoor, and other members of both the Authority and StormWatch in a tale of truly epic proportions—but then again, who would expect anything less from an Authority tale?

Jenny Sparks: The Secret History of the Authority #1, a $2.50 comic, is scheduled for June 21st release.

by Wayne Lee

Courtesy of your Friendly Neighborhood Comics Outlet!

CSNSIDER

ULTIMATELY, BACK TO THE BASICS WITH SPIDEY, X-MEN

It was almost forty years ago that Marvel first introduced Peter Parker, the high school student who gained amazing powers from a radioactive spider. It was only a year later that readers met Professor X and his students, each of whom had been recruited for his/her mutant abilities.

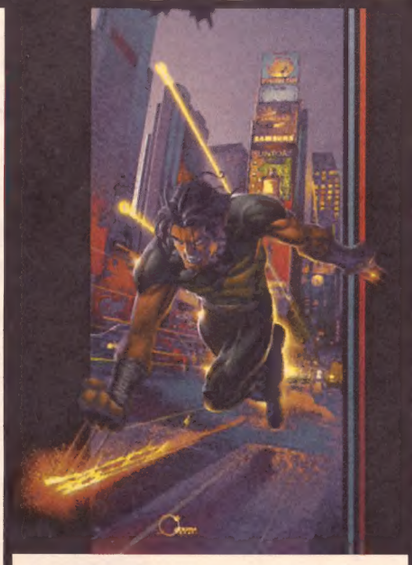
In the real world, Spidey and the X-Men would be eligible for AARP memberships by now. In the Marvel world, the heroes are in their late twenties, with adult responsibilities and adult problems.

Problem is, most of the world hasn't kept up with those changes. And that means that for a lot of would-be comic readers, Spider-Man and the X-Men aren't who the public thinks they are.

And that's the reason that Marvel is launching the Ultimate Marvel project, an updated, renovated, back-to-the-basics take on Spider-Man and the X-Men designed to make it easy for readers to enjoy the exploits of these characters without having to study years of continuity. These two books are the forerunners of a series of books that will strip away the complexities and changes in some of Marvel's best known concepts.

When the aforementioned spider nibbles on Peter Parker's hand, it happens in 2000, not in 1962. When Professor X assembles his X-Men, it's no longer 1963... and it's not the same team you might remember from that classic Lee-Kirby issue. This is an X-Men team influenced more by the upcoming film than by four decades of comic book history.

"Our characters have been around for almost forty years and most of the fans are older,"



Marvel/New Media vice president *Bill Jemas* told the ***Cleveland Plain Dealer***'s *Mike Sangiacomo*. "The adventures have been building on one another for decades, so that it is impossible for a new reader to pick up one issue and understand what's going on.

"Also, we think that teenagers today want a character they can relate to, one that lives in the same world they do. That's how we ended up with the Ultimate Marvel project. We want comics that today's teenagers can call their own. We're starting over with Spider-Man and the X-Men in September and eventually expect to relaunch all of our major characters."

Don't think that this revamp means the end of current continuity, though; Marvel plans to continue the current line of Spidey and X-titles as well, so that long-terms readers will be able to enjoy the continuity they've come to know over the years.

So who is masterminding the return-to-the-roots relaunch of these two concepts? None other than *Brian Bendis*, writer of ***Jinx, Powers,*** and ***Sam & Twitch***.

"Marvel called as asked if I wanted to do Spider-Man, and I jumped at it," said Bendis. "They gave me the basic material they wanted in the series and told me to write it. I did it my way, the way I've always thought it should be done. I guess they liked it because they offered me the X-Men."

"The Ultimate idea is a fantastic idea," Bendis added. "It's all pretty exciting.

"Everyone has screaming, 'It's the death knell of comics and why isn't Marvel or DC doing something about it?' Now someone is. Will it work? Don't know. Doesn't matter. What matters is someone is *trying*. And not just talking about it—*doing* it. And I am thrilled to be part of that. And if it does work? *Fantastic*! All I want is for people to read comics and enjoy them and talk about them.

"A lot of people don't like to admit this, but there are just simply not enough people reading mainstream comics in North America to justify their existence financially. And it is a business, let's not kid...

"X-Men, Spider-Man—they are very popular characters and icons. And not just in the world of comics. People *know* them. So, we need to make people want to read about them in the artform in which they were invented.

"Marvel had, to my understanding, been working on this idea in-house for quite some time before I had anything to do with it. What was missing basically was character and style. I was approached to do it based on *Bill Jemas* reading some of *Joe Quesada*'s copies of my creator-owned comics. (Yes, Joe *is* the thread that holds everything in mainstream comics together.)

"They came to me with a clear and really good idea of what the book should be and what it is about... When this was offered, I was able to decide if I really wanted to do it based on the pure joy of it—and I really did! It is a relaunching of Spider-man as *Stan Lee* envisioned him—but written, as dramatically and entertainingly as possible, as if the events that shaped the young Peter Parker started today.

"There is nothing we are doing to Spider-man that isn't in the spirit of the theme and characters that were originally invented. The only thing we are doing is freeing the characters from forty *loooong* years of four-issue-a-month continuity.

"If you want to get new readers—and a new *generation* of readers—then continuity is an anchor *and* an obstacle. I am in no way saying that the material is bad or unappealing in any way. What I am saying is that, from a commercial standpoint, outside of the small comics community, there is no way to get someone to spend their money on something that you *need* a thousand issues of back story to fully appreciate.

"Think of it from a non-fanboy or completest point of view. *Forty years*! Has a television show or book series or movie series lasted that long? Can't think of one. Nope. Closest thing I can think of is James Bond or Star Trek—and we are on our forth or fifth versions of those. Most tv shows buckle under the weight of their own premise.

"So, it is only natural that comics would need to do it as well. And it is not unprecedented. DC did it in the Sixties with their long-in-the-tooth Golden Age Flash and Green Lantern characters. Sales were in the dumper, so they took it back to step one with a modern twist."

What makes this revamp different from *Kurt Busiek* and *Patrick Olliffe*'s ***Spider-Man: The Untold Tales,*** or *John Byrne*'s recent ***Spider-Man: Chapter One*** revamp? "I never read ***Chapter One*** or ***Untold Tales,*** but i have been told from people who know that what is going on in our book is totally different. I don't want to dip to much into what our take is or what the story is, because I am looking forward to you guys reading it fresh with no expectations... This Daily Bugle web site thing is just one part of a much, much bigger picture and not in the first issues. I think when you see the overall arc you will see how it fits in... We get a lot of story and development in on the first issue.

"I have in my hands a chunk of the art for the first issue, and it's a handsome mainstream book. A lot of my writing relies an the artists ability to have the characters emote without voice-over or caption, and Mark Bagley is very, very good at that."

Part of the emphasis of this series is its reality. Both Brian Bendis and Mark Bagley are researching the look and feel of the series, trying to make it seem real and believable to today's kids. "Brian went and hung out with kids in malls and playgrounds to get the rhythm of their speech," Jemas said. "That's why it sounds so real. We were blown away by it."

"This isn't just a standard reworking of the Spider-Man story," artist Mark Bagley said. "The characters are updated, even though the concept is very true to the original. Aunt May is a health food nut; Uncle Ben is an old hippie with a pony tail." In terms of updated character looks, Bagley adds that "all of my daughter's sixteen-year-old friends think that the new Peter Parker is 'adorable,' a 'real hottie.' I'm picking up a lot of teen magazines for reference so that Flash and Mary Jane and Peter and the other characters have a contemporary look."

Bendis added that "what Bill said about me hanging with kids relates to the fact that I am treating this book the way I treat the work I do on ***Sam and Twitch , Jinx,*** etc. I am a writer and I *research*. You get into the heads of the subjects a little. I am not a teenager, as I am not a bounty hunter or cop. It brings so much vitality to the work to get out there and discover stuff on your own. Just because it is Spider-man doesn't mean there isn't cause to do some homework... I hate these writers who just steal stuff off tv and other comics and decide that now it is their work... I don't do it. I do my homework.

"The good news is that I was, in fact, a teenager at one time and easily can tap into that box of unresolved neurosis any time I want. I *am* Peter Parker. Except for the cool powers and hip job."

Bendis isn't the only creator excited about working on the Spider-Man relaunch. "It's a kick doing Spider-Man again," *Mark Bagley* said. "But this *isn't* just another Spider-Man story. Marvel is going for a cinematic sort of approach; the first issue is forty pages and you don't see anyone in a superhero costume. That's a lot of fun for me as an artist, too, because I'm getting to draw real people, which I don't always get to do as a superhero comics artist."

While the familiar Spider-Man costume doesn't appear in the first issue, Bendis expalins that "e *does* get into a disguise in the first story arc. Again, it's a logic issue. Peter, who's fifteen, gets these bizarre powers and what does he do next? Throwing on tights isnt the next logical step. But he *does* get there." And then there is the problem of a fifteen-year-old high school student who also seems to be an expert tailor, designing his own costume. "Yes, the needle and thread issue *is* an issue!"

To make sure that new readers can enjoy the stories whenever they pick them up, Marvel will emphasize single-issue tales. "It's great that our comics are so rich that storylines run forever, but we want the Ultimate books to accessible to the first-time reader," said Jemas. "Someone will be able to pick up an issue of the new Spider-Man and X-Men comics and have enough information in one issue to understand and appreciate it."

Don't look for Peter Parker, ace photographer for the Daily Bugle. In this incarnation, he's an intern working on the on-line version of the paper (Spider-Man the webmeister?...) "I've been around newspapers long enough to know that there is no way a 15-year-old is going to hold such an important job," Bendis said. "That's why I made him an intern; that's believable."

Tentatively, the core X-team will consist of Cyclops, Phoenix, Rogue, Gambit, and Storm, with Wolverine and Professor X also appearing in the series—although Brian Bendis adds tha the final lineup "isn't decided fully." Don't look for Wolverine as a regular, though. "Wolverine won't always be around—when he is, it will be special," Bendis said. "I want him to be more mysterious."

Marvel plans to market this series to attract casual readers as well as established fans; they'll

©2000 Comic Shop News, Inc.
All Rights Reserved

Editorial Office:
2770 Carillon Crossing
Marietta, GA 30066
fax (770) 973-6949
cliffbig@earthlink.net

Business Office:
4135 LaVista Rd.
Ste. 610-PMB-110
Tucker, GA 30085 (30084 Fedex)
(770) 939-1364
fax (770) 939-8898
wardo@mindspring.com

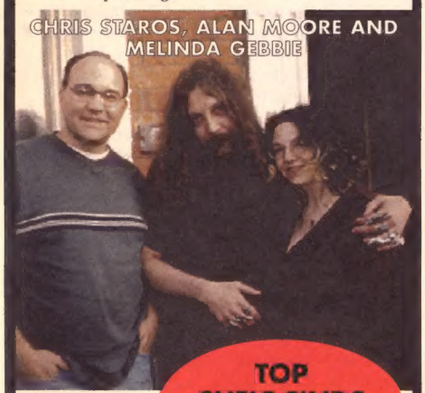
Publisher
Comic Shop News, Inc.

Visit our WWW site at:
http://www.csnsider.com

Editors
Cliff Biggers & Ward Batty

CSNSIDER

also be using the Ultimate Marvel books as promo items to be offered in conjunction with toys, videogames, and other Marvel-related mainstream projects. Look for more info on these books in upcoming ***CSNsiders***.



CHRIS STAROS, ALAN MOORE AND MELINDA GEBBIE

TOP SHELF FINDS LOST GIRLS

Top Shelf Productions, *Chris Staros*' publishing imprint that has worked with *Alan Moore* and *Eddie Campbell* to bring ***From Hell*** and ***The Birth Caul*** to American audiences, has signed on to bring a "lost" *Alan Moore* project to print later this year. ***Lost Girls,*** the series by *Alan Moore* and *Melinda Gebbie* that began its life at Kitchen Sink before going MIA after three issues, will at long last be published in its entirety starting later this year.

According to Staros, "This incredible 240-page masterpiece will finally see completion starting summer/fall 2001. ***Lost Girls*** will be published in 3 full-color, hardcover volumes, with a slipcase to collect the volumes once all are published. This is the format that Melinda and Alan always envisioned for the project, and Top Shelf is absolutely thrilled to be a part of it."

The series involves three fictional women whose youthful experiences comprise classic children's novels. However, time has passed since these girls experienced their enchanting exploits, and now they—and the world in which they live—have changed. "Between them, they conjure up an erotic dreamworld of childhood and fantasy, vivid and colorful, rising against the dark storm clouds of European history," Staros explained, adding that this most assuredly isn't a children's story. "This is definitely a highly erotic, 'mature-reader' book. But even more importantly, it's the first thinking-person's erotic graphic novel; a unique concept and extremely sophisticated on every level."

Staros explained how the deal cam about. "I flew to England to meet Alan and Melinda for the first time in person on April 20th. We spent the entire day together, with both of them treating me like a long lost friend. It was any fan's 'dream day' for sure. From looking over Melinda's new 'Lost' pages—stunning!—to listening to Alan explain the motivations for each scene and chapter, it was truly an amazing experience.

"One interesting detail was that since the mid-90s, Alan and Melinda have kept working on the project, and at this time, 180 of the 240 pages are complete. Melinda is now working on the last 60 pages, and by next year the entire saga will be ready to see print. As a big fan of the series, this was just great news for me, and I expect that it's wonderful news for y'all as well."

Is there anything else in the works between Top Shelf and Alan Moore? "Obviously, we're interested in a long-term relationship with Alan Moore, but at this point, we're just happy to have ***Lost Girls*** and to be Alan Moore and Eddie Campbell's agent on ***From Hell*** and ***The Birth Caul***. These three Alan Moore books represent a significant portion of his intellectual properties, and we're glad to be a part of their legacy."

CREED COMICBOOK REVIVAL

Trent Kaniuga's ***CreeD***, a popular title from the late '90s that has been on hiatus for the past couple of years, is returning, courtesy of new publisher Gearbox Press.

"Trent has total editorial and artistic freedom (with the exception of graphic violence and language) to publish ***CreeD*** as he sees fit," Gearbox publisher *Steve Zyskowski* said. "The goal is to create a comic book that is true to his vision. I firmly believe he is the most underrated creator within the comics industry and am tremendously excited to be publishing ***CreeD***. In the seven years I've been involved in the comics industry on the publishing side, I've never met anyone who puts more thought and heart into their creations than Kaniuga. It won't be long before ***CreeD*** is a household name. That's my goal."

CreeD: Mechanical Evolution #1, the company's first offering, is scheduled for August release. In the first issue, CreeD finds himself in the catacombs of an ancient civilization now enslaved by a banished Disorder. Vermidian Shanks, the fallen Guardian of the Kokopelian race, now resides on the outskirts of the inner sanctum in shameful view of his failure. Creed must help the guardian to muster the strength to fight Disorder and free the Kokopelian from their enslavement. "

BILL OF GOODS

Bill Sienkiewicz, once a major player in the comics field, is certainly going for a higher profile in comics this year. Fans have already seen his work on the final chapter of this year's ***Batman 80-Page Giant;*** recently, Sienkiewicz mentioned on wildstorm.com some of the other projects he has in the works. "On the comic front, I'm working on a ***Batman/Joker*** miniseries that I'll both write and illustrate, two series with my former partner in crime *Frank Miller*, a special limited edition hardcover version of ***Stray Toasters*** published by Grafitti Designs with the trade paperback version by Oni Press, and a new 14-page story for ***The Matrix*** website (www.whatisthematrix.com). I'm also designing a limited edition Gibson electric guitar featuring Wolverine from Marvel Comics, doing a slew of new material (online comics, animation, gallery work, etc.) for my soon-to-be mounted website (billsienkiewicz.com) and working on a new comics series of my own. This was not a good time to switch to decaf!" More on these projects as they are closer to fruition.

PRUETT X-PRESSES HIMSELF

Joe Pruett, writer of the ***Magneto X-Men Movie Prequel*** and ***X-Men Unlimited,*** recently told ***CSNsider*** about another X-Men project he's involved with. "I've finished plotting a three-issue ***Wolverine/Psylocke*** miniseries that's going to painted by a fantastic artist by the name of *Essad Ribic*. Watch for him. He's going to be great.

"I'll be doing another special X-Men project which I can't go into many details about right now for later in the year. Plus, there may be one or two other X-related projects down the line as well. I like working in the X-office and hope to do so for quite some time."

JF—GEE!

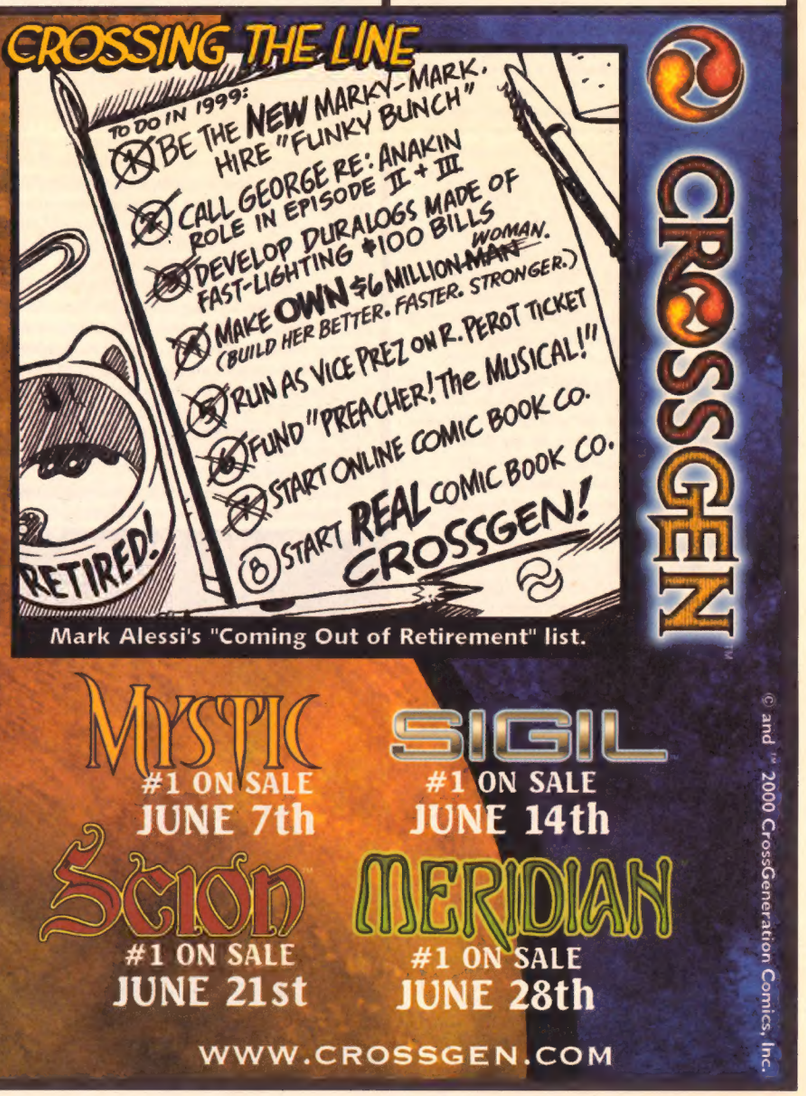
Jay Faerber is a busy fellow indeed! While his ***New Warriors*** series came to an end far too early at Marvel, he's found other projects to fill his schedule. "I've got my ***Wolverine/Iron Fist*** mini-series at Marvel, set to debut at the end of the year; I'm guest-writing ***Superboy #s 80-81***; I just finished the plot for the ***Superman 80-Page Giant*** [which will feature *Mark Bagley*'s first Superman artwork!]; I'm still contributing stories to the quarterly ***Gen-Active***, for WildStorm; and the biggest news is that I'm taking over ***Titans*** with #21, in September. *Paul Pelletier*'s the penciller, and we've got lots of excitement cooked up. I'm already starting on #24, and Paul's two issues behind me, with #22. So we've got ourselves a nice head-start, and plenty of enthusiasm!"

SILENCE IS GOLDEN

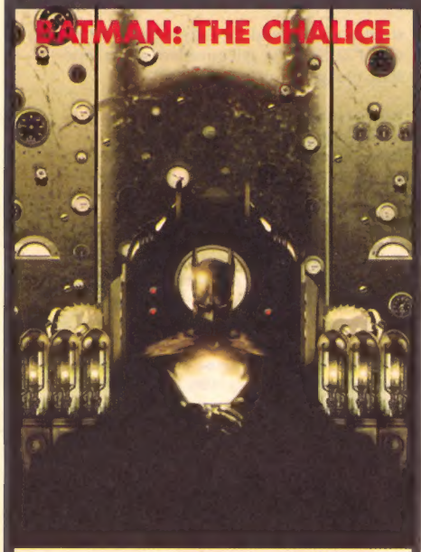
Who says that comics need words? Not the folks behind Eric Theriault Press's ***106U***, a 96-page wordless anthology featuring cartoonists from around the world (hey, there's no translation expense this way!), including a ten-page full-color section. Eric Braun is the editor of this book, which features work by *Valium, Trembles, Theriault, Killofer, Rujiter, Eric Braun,* and *Thomas Ott*. If you enjoyed the wordless sense of wonder in Fantagraphics' ***Comics 2000***, then ***106U*** is the book for you—and you can take our word on it!

UPCOMING COMICS—DC IN AUGUST

What psychological forces drive Bruce Wayne in his war against crime? That's the question that *Darwyn Cooke* answers in ***Batman: Ego***, a 64-page prestige-format oneshot. Cooke's name may not be familiar, but you've seen the results of his work as storyboard artist on the Batman animated series. Bruce Wayne is afraid he's become jaded about the violence that plagues Gotham, leading him to explore what motivates him to don the mantle of the Dark Knight.


CROSSING THE LINE
TO DO IN 1999:
BE THE NEW MARKY-MARK. HIRE "FUNKY BUNCH"
CALL GEORGE RE: ANAKIN ROLE IN EPISODE II + III
DEVELOP DURALOGS MADE OF FAST-LIGHTING $100 BILLS
MAKE OWN $6 MILLION WOMAN. (BUILD HER BETTER. FASTER. STRONGER.)
RUN AS VICE PREZ ON R. PEROT TICKET
FUND "PREACHER! The MUSICAL!!"
START ONLINE COMIC BOOK CO.
START REAL COMIC BOOK CO. CROSSGEN!
RETIRED!
CROSSGEN
Mark Alessi's "Coming Out of Retirement" list.
MYSTIC #1 ON SALE JUNE 7th
SIGIL #1 ON SALE JUNE 14th
SCION #1 ON SALE JUNE 21st
MERIDIAN #1 ON SALE JUNE 28th
WWW.CROSSGEN.COM
© and ™ 2000 CrossGeneration Comics, Inc.

CSNSIDER



Batman: The Chalice, the graphic novel by *Chuck Dixon* and *John Van Fleet* that casts Bruce Wayne as the possessor of a drinking bowl that just may be the Holy Grail, is released in softcover in August, following the sellout success of the hardcover edition.

And while we're talking about Batman reprints, howsabout another heaping helping of Golden Age ***Batman*** tales, this time straight from the pages of ***Batman #s 9-12? Batman: The Dark Knight Archives Volume 3 HC*** includes early appearances of the Joker, the Penguin, and Catwoman, as well as Batman's first Christmas story.

Kyle Rayner proves himself as the Green Lantern for the 21st Century in ***Green Lantern: Circle of Fire***, a seven-issue event masterminded by *Brian K. Vaughan*. Not only will he join forces with a variety of DC heroes, including Adam Strange, the Atom, Power girl, and Firestorm, but he's also joined by six new Green Lanterns making their debut in this special-event storyline. Everything kicks off in ***Green Lantern: Circle of Fire #1***, written by Vaughan and illustrated by *Norm Breyfogle* and *Jess Delperdang*. So what brings together such an eclectic group? Nothing less than a space menace that threatens our world! After the double-sized first issue, the story continues in a variety of team-up books uniting DC heroes with one of the new Green Lanterns. ***Green Lantern/Adam Strange #1*** (by *Brian Vaughan, Cary Nord,* and *Mark Lipka*) unites Rann's hero and the superswift Green Lightning; ***Green Lantern/The Atom #1*** (*Brian Vaughan, Trevor McCarthy,* and *Tyson McAdoo*) unites the tiny hero and two of the future's Teen Lantern Corps; ***Green Lantern/Firestorm #1*** (*Jay Faerber, Ron Randall, and Dan Davis*) teams up the Nuclear Man and a Manhunter Robot-turned Green Lantern as they search for the Omega Option; ***Green Lantern/Power Girl #1*** (*Scott Beatty, Pete Woods,* and *Andrew Pepoy*) unites Power Girl and the time-lost Emerald Knight; and ***Green Lantern/Green Lantern*** (written by new GL writer *Judd Winick* with art by *Randy Green* and *Wayne Faucher*) teams up Kyle and a female Green Lantern he finds strangely familiar. The story concludes in ***Green Lantern: Circle of Fire #1*** (*Brian Vaughan, Robert Teranishi,* and *Claude St. Aubin*) in a tale that will have startling implications for Kyle Rayner and his relationships with DC's greatest heroes.

And speaking of Green Lantern and *Judd Winick*, the writer of Barry Ween makes his GL debut this month in ***Green Lantern #129***, where he joins artists *Darryl Banks* and *Andy Smith* as part of the GL creative team. Kyle Rayner's civilian life seems to be going just great.... but that pesky Green Lantern thing keeps getting in the way.

The Spectre's new series has been pushed back a few months, but you'll still be able to enjoy a Spectre solo tale in the pages of ***Legends of the DC Universe #s 33-36.*** *J.M. DeMatteis, Michael Zulli,* and *Vince Locke* follow Hal Jordan as he adjusts to his role as the all-powerful agent of Almighty Wrath. But someone else has plans to take advantage of Hal and the Spectre... And speaking of Spectres, the original Jim Corrigan Spectre guest-stars in ***Martian Manhunter #23*** in a tale that presents the meeting of the green—the first encounter between J'onn J'onnz and the original Spectre.

DC's Millennium Editions for August include ***Batman: The Dark Knight Returns #1,*** the historic Bat-revamp by *Frank Miller* and *Klaus Janson*; ***Detective Comics #359,*** the first appearance of Barbara Gordon as the Silver Age Batgirl; ***Military Comics #1,*** the 1941 book that introduced Blackhawk to the world; ***Preacher #1,*** the debut appearance of Garth Ennis and Steve Dillon's compelling antihero; and ***Sensation Comics #1,*** the anthology book that introduced Wildcat and Mr. Terrific as well as kicking off Wonder Woman's solo adventures.

Planet DC continues in ***Batman Annual #24,*** which introduces the English metahuman known as the Boggart, and ***JSA Annual #1,*** which introduces one of the most intriguing new characters of this international series, a mysterious Greek vigilante known as Nemesis... a vigilante with a connection to Archie Goodwin and Walter Simonson's Manhunter.

The Spirit Archives series continues with the 240-page second volume, reprinting Spirit tales originally published in newspaper sections from January 5th through June 29th, 1941. This collection features the first appearance of Silk Satin along with new details regarding Denny Colt, Commissioner Dolan, and Ellen in stories that find the war in Europe beginning to influence the Spirit's stateside adventures.

DC's comprehensive reprinting of Will Eisner's work continues with the first DC release of ***City People Notebook***, the 1989 sequel to his ***New York: The Big City***. Blending spellbinding artistry with a lifetime of memories, encounters and experiences, he explores three facets of city living—time, space and smell—in a fascinating portrait of the life blood of the Big Apple.

Who's responsible for turning Superman's world topsy-turvy in Superman: Arkham, last month's four-part story arc? Well, August reveals that the enemy is Emperor.... well, DC won't tell us. You'll know once you see the cover of any of the Superman books or the oneshot ***Superman: Emperor ?????,*** written by Jeph Loeb and Joe Kelly and illustrated by *Duncan Rouleau, Jaime Mendoza, Marlo Alquiza, Todd Nauck, Scott McDaniel,* and others.

Speaking of bizarre events, ***Superman: Tales of the Bizarro World*** reprints the delightful Bizarro world story arc that appeared four decades ago in ***Adventure Comics #s 285-295.*** *Jaime Hernandez* supplies the new cover art for the collection, which reprints classic tales by *Jerry Siegel, Wayne Boring,* and *John Forte*.

Young Justice: A League of Their Own compiles the first seven issues of Young Justice by *Peter David, Todd Nauck,* and *Larry Stucker*, along with the lead story from ***Young Justice Secret Files #1***.

UPCOMING COMICS—VERTIGO IN AUGUST

The Dirty Dozen, remade by Monty Python? That's how DC describes ***Adventures in the Rifle Brigade***, a new three-issue limited series by *Garth Ennis* and *Carlos Ezquerra* with covers by *Brian Bolland*. Okay, so Nazi Germany hasn't been the setting for a farcical comedy since ***Hogan's Heroes*** came to an end... that just means that it's overdue! This series stars Captain 'Khyber' Darcy, Second Lieutenant 'Doubtful' Milk, Sergeant Crumb, Corporal Geezer, Hank the Yank, and the Piper, members of the British Commando Unit known as the Rifle Brigade. This group of misfits drops in on 1944 Berlin, and their misadventures are the stuff of which dark comedy is made.

The Preacher's sermon comes to an end in ***Preacher #66,*** the final issue of the award-winning series by *Garth Ennis* and *Steve Dillon*. In addition to the finale of the "Alamo" story arc, this issue also features a pinup gallery by *Brian Bolland, Dave Gibbons, Dave Johnson, J.G. Jones, Bruce Timm, Carlos Ezquerra, Amanda Conner,* and *John Higgins,* and a two-page lettercolumn/farewell by *Garth Ennis* himself.

Spider Jerusalem's venture into the world of politics is the focus of ***Transmetropolitan: The New Scum,*** a trade paperback that reprints the contents of ***Transmet #s 19-24***. Meanwhile, Spider gets "Back to Basics" in a three-parter beginning in Transmetropolitan #37. No longer employed by The Word, Spider Jerusalem is back on the street without insurance, income or credit cards. Now it's Spider and his filthy assistants against Civic Center and the White House.

UPCOMING COMICS—WILDSTORM IN AUGUST

Kurt Busiek's Astro City continues its hardcover series with ***The Tarnished Angel,*** which reprints ***Astro City #s 14-20,*** the Steeljack saga. *Frank Miller* supplies the new introduction for the 224-page hardcover.

Ladytron stars in her own prestige-format oneshot, courtesy of *Joe Casey, eric Canete,* and *Juan Vlasco*. The story explores Ladytron's sordid past in a tale that no Wildcats fan will want to miss.

The first six issues of *Alan Moore's* ultimate heroine comic ***Promethea*** are collected in Promethea Book One, a hardcover featuring a new cover pencilled by *J.H. Williams III* and painted by *José Villarubia*. *Alex Ross's* cover paintings for ***Promethea #1*** and ***Tomorrow Stories #1*** are reprinted in oversized 10.5" x 13" size, minus logos and cover copy, in the ***Promethea-Tomorrow Stories Print Set by Alex Ross***.

Tommy Yune and *Jo Chen's* ***Racer X*** limited series, initially slated for release last spring, has been rescheduled for August. This three-parter details Rex's globe-spanning adventures during the missing year between his falling out with Team Go and his reemergence as the masked racer.

Wildcats Volume 2 #14 kicks off a new six-part story arc by *Joe Casey, Sean Phillips, and J.G. Jones*, "Serial Boxes," which pits the 'Cats against Slaughterhouse Smith, a serial killer who may be the team's most ominous adversary yet... but he's an adversary with a connection to the Wildcats that stretches across two generations.

Take a tour of the WildStormvese in ***WildStorm Thunderbook #1,*** a 64-page prestige-format volume featuring a variety of tales by top talents,including a slice-of-life tale of Gen13 on the California boardwalks (written by *Adam Hughes* with art by Hughes and *Kevin Nowlan*); a solo Grifter story (written by *Joe Harris* with art by *Steve Ellis* and *John Stangland*); and a tale of DV8 (written by *John Layman* with art by *Jeff Moy* and *W.C. Carani*). Plus, from the pages of ***Gen-Active*** comes the black-masked Jet—with special guest Backlash—in a story written by *Dan Abnett and Andy Lanning* and art by *Dustin Ngyuen* and *Armando Durruthy*; and a story showcasing the long-awaited return of Cybernary from the ashes of Gamorra by writer *Tommy Yune* with art by *David Boller* and *Mark Irwin*.

MAD IN AUGUST

With the ***X-Men Movie*** coming up in July, August seems like a perfect time for a full-color X-Men parody. This is just one of the features in ***Mad Color Classics #2***; other spoof subjects include ***Baywatch***, rollerblading, and baseball.

UPCOMING FROM DC DIRECT

October is Bat-time, thanks to the ***Batman Pocket Watch,*** a gold-colored watch with an engraved Bat-symbol on the front of the case and a classic 1940's-era Batman on the inside face, complemented by Roman numerals.

November brings DC's first mini-bookends, the ***Sandman Mini-Bookends Set,*** a smaller version of the sold-out set depicting Dream and Daniel, along with a miniature 6.5' x 5.5' 96-page hardcover book, ***The Quotable Sandman,*** featuring the wisest, wittiest and most memorable quotations from *Neil Gaiman's* remarkable series and artwork selected from ***The Sandman***'s entire run.

DC continues its soft-toy line in November with the ***Delirium Soft Toy,*** depicting Sandman's less-than-rational sister, and the ***Mr. Mxyzptlk Soft Toy,*** featuring Superman's pesky magical-based menace.

The third Green Lantern statue is re-offered in ministatue format in November. ***The Alan Scott Green Lantern Mini-Statue,*** sculpted by *William Paquet* based on designs by *Steve Rude,* completes the Green Lantern trio of statues, which feature interlocking bases.

Get ready to add two more Sandman incarnations to your action figure collection in December, when DC Direct releases the Sandman Incarnations Deluxe Action Figure Set. The first figure is based on *P. Craig Russell's* rendition of the ***Arabian Knights Sandman,*** complete with a two-piece cloak which fits into the enclosed base to give the figure the illusion of floating, and a translucent orb that fits into its hands. The second figure, based on *Yoshitaki Amano's* interpretation from ***Sandman: The Dream Hunters,*** comes with a cloak and a small Baku, the pig-like creature from the graphic novel.

The Bottle City of Kandor, a 10" tall replica of the famous shrunken Kryptonian metropolis, is slated for December release. This is the most lavish DC prop yet—and it even lights up at the touch of a switch. There'll only be 1800 of these beauties, so get 'em while you can!

DC's speedsters are spotlighted in December's ***Flash PVC Set,*** which features detailed figures of Impulse, Johnny Quick, Jesse Quick, Silver Age Flash (Barry Allen), Modern Age Flash (Wally West), Golden Age Flash (Jay Garrick), and Max Mercury. These figures range from 3.25" to 4.5" tall and come packaged in a 4-color window box.

GAMING NEWS

Big Wheel Keeps on Rollin'

One of the biggest success stories of the CCG year is the new ***Wheel of Time CCG*** from Precedence. The fans of the novel series by Robert Jordan have fallen for the game that brings all of their favorite characters under their control for the first time. And while fans will have to continue to pull their hair out waiting for the next novel, they can already anticipate the next release for the CCG. ***Dark Prophecy*** is the first expansion for Wheel of Time, adding 150 new cards to the game—fifty rares, fifty uncommons, and fifty common cards. The big addition to the set is new information included about the nation of Illian, as Robert Jordan himself reveals new members of the council never seen in the books. Players with a penchant for the villainous side of things are going to have a great time with this release, as it adds Foresaken that can be recruited by the players, giving you the support that you always wanted—and sometimes desperately need, not to mention the addition of the Forsaken character Sammael, posing as Lord Brend. ***Dark Prophecies*** will also include new Prophecy cards, letting you gaming the winning edge by playing and fulfilling prophecies of Light and Shadow, as well as new characters and troops for all allegiances introduced in the base set, including Children of Light, Aes Sedai, Andoran, Dark One, Aiel, and Dragon. The release of ***Dark Prophecies*** is timed to coincide with the ***Wheel of Time CCG 2nd Edition***, providing you with ample opportunities to find the rare cards to complete your set. ***The Wheel of Time CCG 2nd Edition*** will be shipped as starters retailing for $9.99. The new ***Wheel of Time: Dark Prophecies*** set will be available only as boosters, carrying the suggested retail price of $2.49. You can look for both products to hit the stands this June. As for the next novel in the series, well, only time will tell...

I See Magic In Your Future...

The final release in the Mercadian cycle is due in stores this June, with the scheduled release of the ***Prophecy*** expansion for ***Magic: The Gathering***. This new release will include over 140 cards that add new possibilities to your deck, along with new potential at every tournament. The big news for the expansion is the inclusion of the Avatar cards. There is one of these powerful creatures for each color, and all of them have special abilities to make them a threat in any match. In addition, ***Prophecy*** will introduce a new type of instant called a "wind" card, with one brought into the game for each color. The storyline for the expansion finishes off the Mercadian saga, with the war against Phyrexia continuing, but in case you didn't know it: Volrath is dead. So, who will lead the forces of darkness into battle? Why, Crovax, of course. The next expansion after ***Prophecy*** will be the stand-alone release, ***Invasion***, due out this fall. This new release promises not only to bring back some favorite characters and resolve the long-standing conflict at last, but also bring back some favorite cards that have been out of print for some time. Until then, you can look forward to the ***Prophecy*** release, which will come out in booster packs as well as four new theme decks—Distress, Pummel, Slither, and Turnaround. The boosters will carry the suggested retail price of $3.29, while the theme decks will retail for $9.99. You can look for Prophecy to hit stores this June.

Ahoy Matey!

If you haven't been paying attention to the ***Seventh Seas*** role-playing game, you've been missing out on one of the most original settings in games today. Fans of the game are thrilled with the feudal setting with a swashbuckling flavor, with a delightful touch of magic and fantasy, and they have some great products to look forward to for the rest of the year.

June will see the release of the latest in the Nations of Theah series, ***Castille: The Nations of Theah, Volume V***.

The secret society sourcebook ***Die Kreuzritter*** ships in July. This book reveals what happened to a group that was supposedly wiped out over 200 years ago, providing the truth behind these mysterious figures.

The sixth volume in the Nations of Theah series ships in October. ***Vodacce: The Nations of Theah, Volume VI*** continues with new rules, material, and story information.

The big release is the ***Frieberg City Boxed Set in*** November. The city of "no questions" is detailed, and a greater hive of scum and villainy won't be found this side of Mos Eisley. The boxed set will include a forty-eight page city guide for players, along with four other books that make this a grand setting for any campaign.

A couple of books are already on the books for early 2001. The secret society sourcebook ***Invisible College*** reveals some unknown factions, while ***Ussura: The Nation of Theah, Volume VII*** continues that popular line.

In all, there are some great books that are in store for fans of this exciting game, and if you haven't checked it out yet, maybe this is enough to get you to give it a try.

X Marks the Cards

Wizards of the Coast has revealed more information regarding its upcoming ***X-Men CCG***, slated for July release (to tie in with the debut of the film, of course!). The starter set will be packaged with an exclusive X-Men comic written by *Jay Faerber* as well as dice, coutners, two thirty-card starter decks, and a mixture of heroes and villains featured in the 20th Century Fox film. Players will act as leaders of a squad of X-Men, taking on the villains; they can also control the villains who attack their opponent's mutant squad. Heroes and villains are rated in fighting ability, energy, and mutant powers.

Booster packs, which will expand on the starter set, will offer a total of 120 cards, some of which are also a part of the starter decks. The series will be supplemented with rare premium foil character cards; each booster pack will include one rare, three uncommons, and seven commons, featuring art by some of Marvel's best illustrators, some of WotC's most talented artists.

It's German for The Vecna, The!

Two of the most infamous artifacts and one of the nastiest baddies in the history of ***AD&D*** make a big return this June with the release of ***Die Vecna, Die!*** This new module by Steve Miller and Bruce R. Cordell will give players a chance to face off against the incredibly powerful lich, and maybe even use his hand and eye for their own use. The adventure runs through three of the most popular settings in the ***AD&D*** game, ***Greyhawk***, ***Ravenloft***, and the ***Planescape*** city of Sigil, making this easy to work into almost any existing campaign. Considering the risks, this is definitely not a module for beginning players, as they could end up in very big trouble in the course of the one hundred and sixty pages of adventure. Look for ***Die Vecna, Die!*** to hit shelves this June for the suggested retail price of $24.95.

A Dream of the Future

Here are some great new releases headed your way this summer from the folks at Dream Pod 9. This is the company that is responsible for the ideas behind the popular ***Heavy Gear*** computer game (which is also a great tabletop game), as well as some other fabulous products.

In June, you can look for some great new releases. Keep your eyes open for ***Gear Krieg Rulebook*** and the ***Heavy Gear Equipment Catalog***. In addition to the books, you can also look forward to the following miniatures: the ***Heavy Gear Naga Strider***, the ***Jovian Chronicles Pathfinder***, the ***Jovian Chronicles Wyvern***, the ***Jovian Chronicles Athena-class Destroyer***, and the ***Jovian Chronicles Hachiman-class Destroyer***.

July will bring you the ***Heavy Gear Storyline Book Four*** getting you up to date on the events of the universe. In addition, you can look for the ***Jovian Chronicles CEGA Planet Sourcebook***. The miniatures due out in July include the ***Heavy Gear Strike Jaguar***, the ***Heavy Gear Brawler Black Mamba***, the ***Jovian Chronicles Vindicator***, the ***Jovian Chronicles Cerberus***, the ***Jovian Chronicles Valiant-class Strike Carrier***, and the ***Jovian Chronicles Poseidon-class Battleship***.

August is scheduled to see the release of the ***Jovian Chronicles Mechanical Catalog Two: Civilian Spacecraft***, as well as the ***Tribe 8*** release of ***Word of the Fates***. The miniatures due out in August are the ***Heavy Gear Assault Grizzly***, the ***Heavy Gear King Cobra***, the ***Heavy Gear Northern Regiments Squadron Decal Pack***, the ***Heavy Gear Southern Regiments Cadre Decal Pack***, the ***Jovian Chronicles Lancers***, and the ***Jovian Chronicles Wraith***.

This schedule is tentative, and might change before the product ships, so be sure to keep your eyes on ***CSN*** for the latest news and info.

What's Behind Dungeon Number Three?...

Dungeons and Dragons 3rd Edition is ever-closer, and with each passing month, we learn a little more about WotC's plans to make sure the world know that this is a major revision of the classic RPG system.

"Our goal is to have the new ***D&D Player's Handbook*** on every store shelf and ready for sale on August 10th, 2000," *Brian Mitchell*, Marketing Manager for Dungeons & Dragons, said. "Our sales staff is coordinating shipments with hobby distributors and the book trade to get as close as we can to a synchronous release in all channels.

"There are a number of things we're doing to promote the new ***D&D***. We've created a merchandizing kit that includes a static cling, shelf talkers, and some other goodies, along with a reservation standee with a tear-off pad, so players can reserve copies of the new ***Player's Handbook***.... The merchandizing kit is in production now, and will be available in mid-June.

"We're also running a number of ads for ***D&D*** with the tagline 'Challenge Your Perceptions' in various consumer pubs. The ads show images that traditional players might not expect (such as a bugbear casting a spell) to accentuate the flexibility of the new rules.

"Of course, concurrent with the launch of the new game, we're also launching the new line of ***D&D*** miniatures and unveiling the new look of ***Dragon*** and ***Dungeon*** magazines. All of these products will work much more closely with the ***D&D*** RPG, and will be a great way for you to maximize cross-selling opportunities in your store."

White Wolf Vamps Again

Vampire: The Eternal Struggle, the popular CCG, grew out of a role playing game and a collectible card game from White Wolf Games. Later, the CCG was licensed to Wizards of the Coast, manufacturer of such hit CCG's as ***Magic: The Gathering***. Now things have come full circle as Wizards of the Coast has returned the rights to ***Vampire: The Eternal Struggle*** to Whilte Wolf, who will begin marketing the game later this year.

"***Vampire: The Eternal Struggle*** has always been regarded as one of the best, if not the best, strategy CCG. Expert CCG players who are looking for a card game with more play strategy inevitably get hooked on ***Vampire: The Eternal Struggle*** once they play," Steve Wieck, White Wolf President, said.

White Wolf's first ***Vampire*** CCG release will be a heavily revised edition of the sold-out ***Sabbat*** set. The new edition ***Sabbat*** will be redesigned to include plenty of new cards, plus some older cards that are in high demand. The set will be available in booster Packs and pre-constructed starter decks so new players can get an easy introduction to the complex, strategic game play of ***Vampire: The Eternal Struggle***.

by Brett Brooks

FIRST FAVES

By popular demand, CSN offers a list of first issues, zero issues, and stand-alone single issues making their appearance in June. The First Faves kick off the list, followed by the remainder of the month's premiere issues; each listing carries a Diamond Comic Distributors' code number after the publisher's name for each item. This way, if you're interested in an item that your friendly local comic shop doesn't routinely stock, you can tell them exactly how to locate and order it for you!

FIRST FAVES
(THE BEST FIRST ISSUES JUNE HAS TO OFFER!)

❒**ACCELERATE #1** 6/28 Vertigo/DC APR000248 $2.95
Alienated teens on a quest for the "Great Escape," a drug called Accellerate

❒**AMERICAN SPLENDOR: BEDTIME STORIES** 6/7 Dark Horse APR000022 $3.95
Harvey Pekar takes another look at mundane life

❒**BATGIRL ANNUAL #1** 6/21 DC APR000151 $3.50
Planet DC Annual introduces the Indian heroine Aruna

❒**BATMAN OF ARKHAM** 6/21 DC APR000174 $5.95; also available from Dynamic Forces in a signed edition (APR001602, $29.95)
19th Century Elseworlds tale by Alan Grant and Alcatena

❒**BRASS #1** 6/14 WildStorm/DC APR000228 $2.50

❒**BREAKFAST AFTER NOON #1** 6/14 Oni APR001721 $2.95
New Andi Watson series about a young man who find the unemployed life of a slacker somewhat appealing

❒**COMIC READER MAGAZINE #1** TCR APR001840 $4.95
One of comics' oldest news magazines returns in an all-new incarnation

❒**COUNTER STRIKE #1** 6/14 Infinity APR001684 $2.50
New high-adventure international intrigue series by Len Kaminski, Ivan Reis, and Jose Pimentel

❒**CRIMSON PLAGUE #1** Image APR000916 $2.95
Relaunching the George Perez series about a woman whose blood is a deadly toxin; this issue reprints the entire Event issue from two years ago, adding an book-length new tale, all for the price of one comic

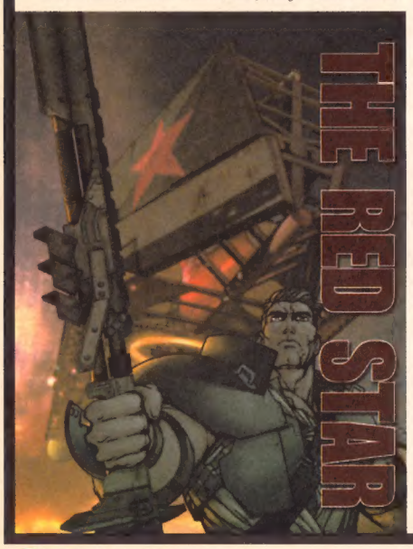
❒**DARK HORSE PRESENTS ANNUAL 2000: GIRLS RULE** 6/21 Dark Horse APR000031 $4.95
Featuring new ttales of Aura Sing, Buffy, Gabriell, Bombshell, and Silhouette

❒**DIGIMON #1** 6/14 Dark Horse APR000026 $2.95
The latest anime craze comes to comics as the Digital Monsters make their Dark Horse debut

❒**DRAWN & QUARTERLY VOL 3 #1** D&Q APR001564 $24.95
9" x 12" 176-page extravaganza featuring the usual compilation of cutting-edge material, along with a look at the classic comic strip Gasoline Alley

❒**FANTASTIC FOUR 2000** 6/7 Marvel APR001181 $3.50
The penultimate chapter of the "Mr. Fantastic in Dr. Doom's armor" saga

❒**GATECRASHER #1** Wizard APR001363 $2.50
Mark Waid, Amanda Conner, and Jimmy Palmiotti continue Gatecrasher in an ongoing series



❒**GEMINAR #1** Image APR000944 $3.50
An astronaut is transformed into an avatar of justice

❒**INVISIBLES VOLUME 3 #1** Vertigo/DC FEB000197 $2.95
The Invisibles comes to a dramatic conclusion

❒**JENNY SPARKS: THE SECRET HISTORY OF THE AUTHORITY #1** 6/21 WildStorm/DC APR000227 $2.50
Jenny Sparks' diary reveals how the ashes of StormWatch led to the creation of the authority in this miniseries by Millar, McCrea, and Hodgkins

❒**KNIGHTS OF THE DINNER TABLE ILLUSTRATED #1** Kenzer & Co. APR001697 $2.95
Each issue will re-tell—and expand upon—adventures new and old, inculding exclusive, never-before-seen KotDT strips

❒**LITTLE WHITE MOUSE: ENTROPY DREAMING #1** Caliber APR001504 $2.95
Beginning Paul Sizer's third tale of a young girl who finds herself alone on a lonely satellite in deep space

❒**MARVEL BOY #1** 6/7 Marvel APR001199 $2.99; also available from Dynamic Forces in an alternate cover edition (APR001576, $6.95) and a signed alternate cover edition (APR001216, $19.99)
Grant Morrison and J.G.Jones unleash an all-new Marvel Boy, the only surviving member of a Kree diplomatic team

❒**MERIDIAN #1** 6/28 CrossGen APR001556 $2.95
Barbara Kesel, Joshua Middleton, and Dexter Vines kick off this superlative fantasy-adventur eseries about a young girl who finds herself caught up in treason and intrigue as her uncle schemes to eliminate her

❒**MILLENNIUM EDITION WONDER WOMAN #1** 6/14 DC APR000157 $3.95
Reprinting the first Golden Age Wonder Woman

❒**MYSTIC #1** 6/7 CrossGen APR001553 $2.95
Ron Marz and Brandon Peterson tell the story of a young woman who finds herself the unwitting possessor of the magical might of her world's most powerful sorcerers... including her own sister!

❒**PARTS UNKNOWN: HOSTILE TAKEOVER #1** Image APR000942 $2.95
Beau Smith and Brad Gorby continue the war between a pair of detectives and an alien invasion force

❒**PLANETARY/THE AUTHORITY: RULING THE WOLRD** 6/21 WildStorm/DC APR000236 $5.95
Warren Ellis and Phil Jimenez bring together the two most disparate teams in the WildStorm Universe

❒**POWER PACK: PEER PRESSURE #1** 6/7 Marvel APR001183 $2.99; also available from Dynamic Forces in a signed edition (APR001220, $29.99)
he Power Family moves west to Seattle and run straight into frightening new adversaries: neighborhood bullies, young love and a new school in this series by Shon Bury, Collen Doran, and Terry Austin

❒**PURGATORI VS CHASTITY #1** Chaos! APR001511 $2.95; also available from Dynamic Forces in an alternate cover edition (APR001598, $6.95) and an alternate cover signed edition (APR001599, $29.95)
The vampire vixen grudge-fight of the dark millennium

❒**REALWORLDS: SUPERMAN** 6/7 DC APR000185 $5.95; also available from Dynamic Forces in a signed edition (APR001605, $19.95))
A Superman symbol tattoo becomes a life-changing experience fora young man

❒**RED STAR #1** Image APR000905 $2.95
A powerful science fiction tale by Christian Gossett and Bradley James Kayl, inspired by the Russian Revolution

❒**S.H.O.P.** Sleeping Giant APR001771 $4.95
David Yurkovich brings back his alternative superheroes; this 64-page saga picks up where Threshold left off

❒**SCION #1** 6/21 CrossGen APR001555 $2.95
Ron Marz and Jim Cheung chronicle the exploits of Ethan, a prince of an ancient dynasty who finds himself the recipient of a sigil of unexpected power

❒**SIDEKICKS #1** 6/14 Fanboy APR001624 $2.75
J Torres and Takeshi Miyazawa present the story of a high-school for super-teens

❒**SIGIL #1** 6/14 CrossGen APR001554 $2.95
Soldier Samandahl Rey is tapped to be one of the Sigil-Bearers—and he discovers that he is one of the most powerful weapons in the universe! A new series by Barbara Kesel, Ben Lai, and Ray Lai

❒**SPIDER-MAN: DEATH AND DESTINY #1** 6/7 Marvel APR001204 $2.99; also available from Dynamic Forces in a signed edition (APR001221, $19.99)

❒**STAR HAWKS #1** ACG APR001397 $2.95
Reprinting the strip by Ron Goulart and Gil Kane

❒**STAR TREK: DEEP SPACE NINE—N VECTOR #1** 6/7 WildStorm/DC APR000239 $2.50; also available from Dynamic Forces in a signed edition (APR001604, $19.95)
DS9 seems to be suffering from several supposedly unrelated crises

❒**STAR WARS: JEDI COUNCIL #1** 6/21 Dark Horse APR000090 $2.95
Tale set in the time period before PHantom Menace

❒**STRANGE HEROES #1** Lone Star APR001702 $2.95
New split-format book by Bill Willingham and various artists; features two series, Otherland and Septlbinder

❒**TICK'S MASSIVE SUMMER DOUBLE SPECTACLE #1** NEC APR001716 $3.50

❒**TOMB RAIDER/WITCHBLADE #1/2** Image APR000893 $2.95; also avilaable from Dynamic Forces in an alternate cover edition (APR000973, $6.95) and an alternate cover chrome edition (APR000974, $14.95)
Lara Croft and Sara Pezzini join forces again to battle a wicked demon out for blood

❒**VERTIGO SECRET FILES: HELLBLAZER #1** 6/14 Vertigo/DC APR000254 $4.95; also available from Dymamic Forces in a signed edition (APR001603, $19.95)
First-ever Vertigo Secret Files features a look at John Constantine

❒**VOODOOM** 6/21 Oni APR001723 $4.95

48-page Zombiekid/Littlegreyman tale by Scott Morse and Jim Mahfood

❒**X-MEN THE MOVIE: MAGNETO PREQUEL** 6/7 Marvel APR001156 $5.95; also available in from Dynamic Forces in a Mark Texeira-Jimmy Palmiotti alternate cover edition (APR001572, $6.95), a Texeira-Palmiotti concept sketch alternate cover edition (APR001573, $10.00), a signed alternate cover edition (APR001217, $29.99), a "sketch edition" featuring an original sketch of Wolverine's head by Palmiotti (APR001218, $69.99), and an edition signed by Stan Lee (APR001219, $99.95)

❒**X-MEN THE MOVIE: ROGUE PREQUEL** 6/14 Marvel APR001157 $5.95; also available from Dynamic Forces in a Dorian Cleavenger alternate cover edition (APR001574, $6.95), a Dorian concept sketch alternate cover edition (APR001574, $10.00), an alternate cover edition signed by Dorian (APR001214, $19.99), and a special edition featuring an original Dorian Rogue sketch (APR001215, $69.99)

❒**X-MEN THE MOVIE: WOLVERINE PREQUEL** 6/21 Marvel APR001158 $5.95; also available from Dynamic Forces in a Jae Lee alternate cover edition (APR001570, $6.95); a Jae Lee concept sketch alternate cover edition (APR001571, $10.00), a Jae Lee/Jose Villarubia signed edition (APR001212, $29.99), and a special edition featuring an original Jae Lee Wolverine sketch (APR001213, $69.99)

❒**X-MEN: MILLENNIAL VISIONS** 6/14 Marvel APR001172 $3.99; also available from Dynamic Forces as a signed edition (APR001223, $39.99)
X-Men Gallery art book—including some clues of upcoming events in the X-saga

FANTASTIC FIRSTS
(OTHER JUNE FIRST ISSUES)

❒**ARMAGEDDON PATROL: CHERRIES #1** Alchemy APR001402 $2.95

❒**AVENGERS UNIVERSE #1** 6/14 Marvel APR001185 $4.99

❒**BATTLE POPE #1** Funk-o-Tron APR001654 $2.95
It's up to the Pope and Christ to rescue Saint Michael from Lucifer's control in this offbeat metaphysical saga

❒**BEGINNING OF THE END #1** ABC APR001400 $2.95
In the year 2005, the Reaper is trying to restore reason to a chaotic dystopian America

❒**BORDERMAN #1** Caliber APR001501 $2.95

❒**COSMIC #1** thecomic.com APR001780 $4.95

❒**DUNGEONS & DRAGONS: AMBER CASTLE #1** 21st Century APR001796 $4.95

❒**FORTY WINKS: MR. HORRIBLE #1** Peregrine Arts APR001732 $2.95

❒**FREAKERS #1** Buffalo Nickel APR001500 $2.99

❒**JUDGEMENT NIGHT #1: SHI** Crusade APR001559 $3.99
Game book inspired by last month's Shi/Wolverine crossover

❒**JUDGEMENT NIGHT #1: WOLVERINE** Crusade APR001560 $3.99
Game book inspired by last month's Shi/Wolverine crossover

❒**LOVE-O-RAMA 2000** McMann & Tate APR001703 $8.95
Featuring offbeat romance tales by Dan Parent, Kim DeMulder, Scott McRae, Grant Miehm, Bill Golliher and others

❒**OH MY GOTH: HUMANS SUCK #1** Sirius APR001758 $2.95
The Goths are back, sillier than ever

❒**SLEEPING DRAGONS #1** Amaze Ink/Slave Labor APR001404 $2.95
Fantasy tale by Kevin Mason & Alex Szewczuk

❒**SOUL REAVER: LEGACY OF KAIN** Image APR000896 $2.50

❒**SPANK THE MONKEY: ON THE COMIC MARKET #1** Arrow APR001461 $3.25
Satirical look at the comics market by Randy Zimmerman

❒**WARRIOR NUN BRIGANTIA #1** Antarctic APR001428 $2.99

In Gotham City, Crime has a new face!

Joker™ Mask®

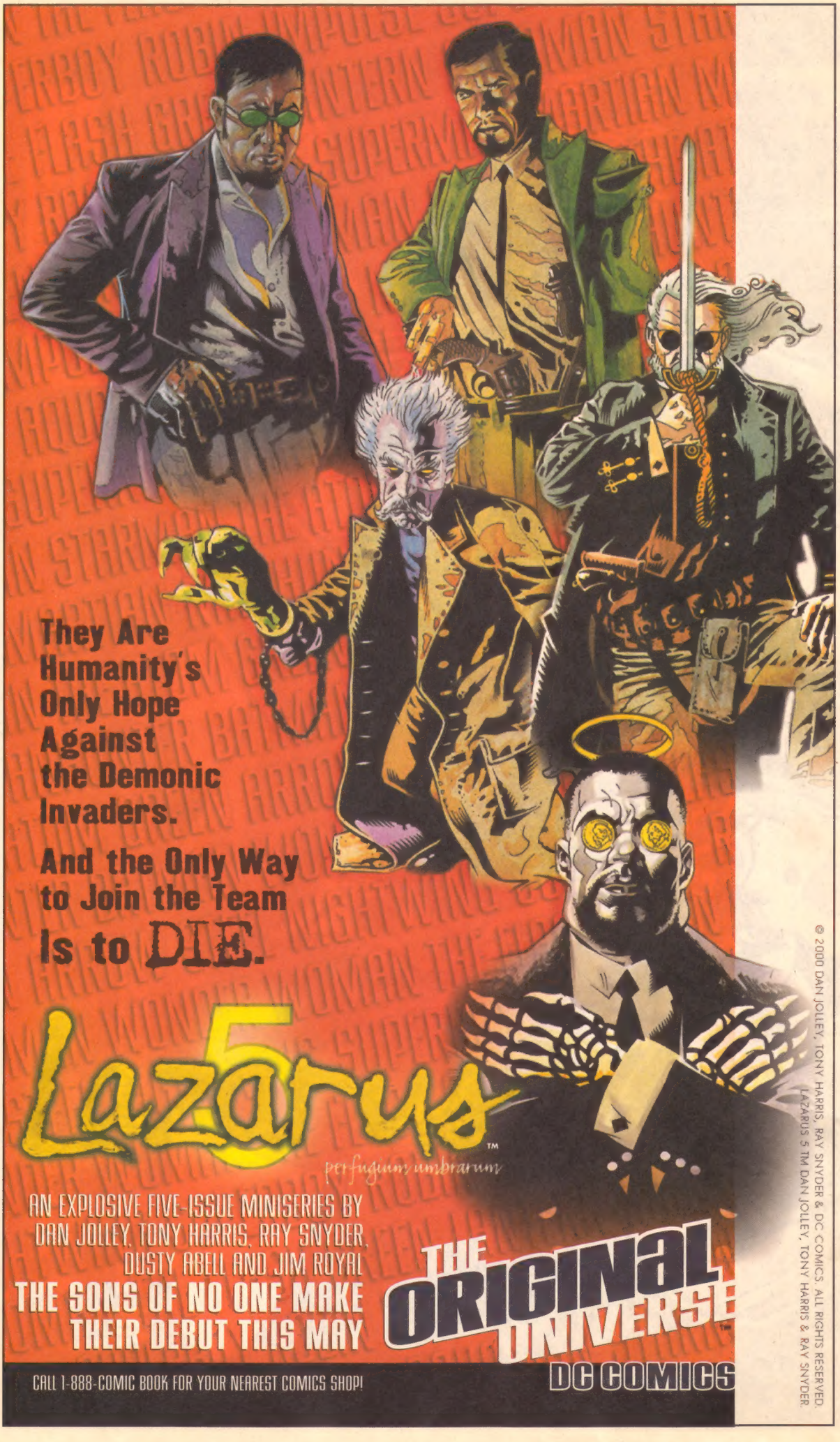
AVAILABLE MAY THROUGH AUGUST

AN ALL-NEW MINISERIES BY HENRY GILROY, RAMON F. BACHS, AND HOWARD M. SHUM

www.darkhorse.com
www.dccomics.com

Joker/Mask © 2000 DC Comics and Dark Horse Comics, Inc. All Rights Reserved. Joker™ and all related characters, their distinctive likenesses and related indicia are trademarks of DC Comics. The Mask® is a registered trademark of Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.

FREE Dark Horse e-mail!
Sign up today @ www.comicsfan.net!
Powered by Chek -
Provided by Tek 21 @ 888-826-4465


They Are Humanity's Only Hope Against the Demonic Invaders.
And the Only Way to Join the Team Is to DIE.
Lazarus 5
perfuguum umbrarum
AN EXPLOSIVE FIVE-ISSUE MINISERIES BY DAN JOLLEY, TONY HARRIS, RAY SNYDER, DUSTY ABELL AND JIM ROYAL
THE SONS OF NO ONE MAKE THEIR DEBUT THIS MAY
THE ORIGINAL UNIVERSE
DC COMICS
CALL 1-888-COMIC BOOK FOR YOUR NEAREST COMICS SHOP!

© 2000 DAN JOLLEY, TONY HARRIS, RAY SNYDER & DC COMICS. ALL RIGHTS RESERVED.
LAZARUS 5 TM DAN JOLLEY, TONY HARRIS & RAY SNYDER.